AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

Listing of claims:

1.   (Currently amended)   A method of playing a participation game played until determination of a winner, said method comprising:

receiving a request for a play of said game;

associating a current draw result with said request;

associating a game card with said request;

comparing said game card with said current draw result to evaluate <u>fulfillment</u> ~~fulfilment~~ of an end-of-game criterion;

providing said game card and said draw result in response to said request; and

preventing comparison of said current draw result with a new game card upon a positive end-of-game criterion evaluation<u>, while maintaining the current draw for a further play request upon a negative end-of-game criterion evaluation</u>.

2.   (Original)   The method of claim 1, wherein said end-of-game criterion comprises a unique criterion associated with a unique end-of-game prize.

3.   (Original)   The method of claim 1, further comprising identifying a winning game card upon a positive evaluation of said end-of-game criterion.

4.   (Original)   The method of claim 1, further comprising signaling the end of said game upon a positive evaluation of said end-of-game criterion.

5.   (Original)   The method of claim 1, further comprising initiating a new draw result upon a positive evaluation of said end-of-game criterion.

6.   (Original)   The method of claim 1, further comprising initiating a new draw result upon reception of the first play request for a game.

7.   (Original)   The method of claim 1, further comprising generating a game card in response to said request.

8.   (Original)   The method of claim 1, further comprising randomly selecting a game card among a set of game cards upon reception of said request for a play.

9.   (Original)   The method of claim 1, further comprising generating a game card set; and storing said game card sets in a card storage means.

10.   (Original)   The method of claim 9, wherein said associating a game card further includes retrieving said game card from said card storage means.

11.   (Original)   The method of claim 9, further comprising comparing said game card with current draw result to evaluate if the game card fulfills the end-of-game criterion; and flagging game cards that fulfill said end-of-game criterion.

12.   (Original)   The method of claim 1 further comprising comparing said game card with said current draw result based on prize criteria; and awarding prizes to a player based on said comparison of said game card with said current draw result.

13.   (Original)   The method of claim 12, further comprising associating at least one of said prize criteria with said end-of-game criterion.

14.   (Currently amended)   The method of claim 13, further comprising associating at least one of said prize criteria with a prize that is more valuable that than said prize associated with said end-of-game criterion.

15.   (Currently amended)   The method of claim 1, wherein steps occur in the listed sequence. The method of claim 1, embodied in a central game distribution system completing all steps of said method.

16.   (Original)   The method of claim 1, wherein at least one of the steps is completed on a discrete gaming apparatus remotely in communication with a central game distribution system wherein at least one other step of the method is completed.

17.   (Currently amended)   The method of claim 1, wherein a prize or a win is associated with a play only after validation of said play by a player.]player.

18.   (Original)   The method of claim 1 further comprising requesting a validation of play from a player to complete his game play.

19.   (Original)   The method of claim 18 further comprising holding new requests during play validation process.

20.   (Original)   The method of claim 18, wherein a play validation fulfilling an end-of-game criterion determines a game winner.

21.   (Original)   The method of claim 18, wherein the play validation process is limited in time.

22.   (Currently amended)   A system for distribution of game-related information wherein said game-related information allows the play of a participation game ending with the determination of a winner, said system comprising;

    draw generation means generating a draw result;

    a draw register storing said draw result;

    card distribution means providing a game card upon request;

    request handling means receiving said request, associating said game card and said draw result with said request, and responding to said request by transmitting to the requesting player at the same time said game card and said draw result; and

    end-of-game evaluation means comparing said game card with said draw result based on an end-of-game criterion and signaling signalling a game state change upon fulfillment fulfilment of said end-of-game criterion, the end-of-game evaluation means not signaling a game state change when the end-of-game criterion is not fulfilled.

23.   (Original)   The system of claim 22 further comprising at least one of draw communication means handling communication of said draw result; and card communication means handling communication of said game card.

24.   (Original)   The system of claim 22 further comprising an archiving means recording distributed play information.

25.   (Original)   The system of claim 22, wherein said card distribution means comprises a card storage means for storage of a card set comprising a plurality of cards ready for association with said request.

26.   (Original)   The system of claim 22 further comprising a card drawing means that randomly selects cards in a card set to associate them with said request.

27.   (Original)   The system of claim 22, wherein said card distribution means comprises a card generation means.

28.   (Original)   The system of claim 27 further comprising card validation means for preventing duplicate cards during the same game.

29.   (Original)   The system of claim 23, wherein said system comprises more that one separate physical entity, and wherein said draw generation means and said request handling means each form part of one of said separate physical entity.

30.   (Original)   The system of claim 29, wherein said draw generation means comprises one of a bingo blower and a set of lotto blowers.

31.   (Original)   The system of claim 22, further comprising prize evaluation means comparing said draw result with said game card to identify a winning prize value; and prize awarding means delivering the identified prize value.

32.   (Original)   The system of claim 31, wherein said prize evaluation means and prize awarding means are remotely connected to said request handling means.

33.   (Original)   The system of claim 31, further comprising means for the monitoring and the awarding of a jackpot prize.

34.   (Original)   The system of claim 22 further comprising a plurality of draw registers with each one of them being associated with a different game title.

35. (Original)   The system of claim 22, wherein said game state comprises the end of the game.

36. (Original)   The system of claim 22, further comprising a criteria evaluation means comparing said game card with said draw result, the criteria evaluation means being in remote communication with at least said end-of-game evaluation means.

37. (Original)   The system of claim 36 further comprising a means for completing a validation of a play.

38. (Original)   The system of claim 37, wherein said game state comprises an idle state, with the system holding requests during said idle state until validation of a play fulfilling the end-of-game criterion.

39. (Original)   The system of claim 36 further comprising a card monitoring means verifying when no possible card that is available to be distributed can fulfill the end-of-game criterion.

40. (Original)   The system of claim 22, wherein a game starts upon reception of a first game request for the game.